

HOME-SICKFEELING

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“What thorough hatred does it take to slaughter all of someone? To erase their life functions, their ancestors and creators, their descendants and their progeny, to erase all who knew them? Every treasure and structure and being that bears the memory of their presence: all of this must be destroyed; that is what you will need to kill me, because I am too loved to die by any other means.”

Who	The Children, kept guarded, honoring the Legacy of the First One, versus those that act as the Merchant's Hand.
What	A promise to the First One, to protect her home alongside her memory.
When	After the founding, and before the revelation.
Where	The cradle where the arrows of a cosmic god pierced the world
Why	The First One had Prepared the Children for the expected arrival of the Merchant. She knew they wanted revenge for the Children's Rebellion, that they wanted to claim the Children for themselves. The Merchant wanted to draw the First One out of hiding to kill her and take her Children, so she went out ahead to draw them away from her Children in the Arrow's Crater.
The Story	You, loyal, and loving Children, her comrades, her friends, shall help the First One. Defeat the Merchant's Infiltration team seeking to exploit you and your home, and then ride to infiltrate the Merchant's base and eliminate their knowledge of you, permanently. The First One was Kind, Patient, and surprisingly Bubbly, if you're unfamiliar with her on a personal level. A wise scholar, she has spent years educating on history, culture, and tradition, and the First One seemed to have an answer for many things that you would encounter. The First One visited at least once a month, for medical check ups and visits and education, and in her time, she has helped the Children greatly. The First One trusted you all to protect and guide each other. She taught you to smile, laugh, and love, though some say she has met her end, at the Merchant's hand, or some time before it. Though you may not know for sure if the first one persists as an entity, but as a memory, the First One is eternal. For her sake, you must protect the nest and each other.

THE WORLD AROUND

ON MODULARITY AND PURPOSE

Though there is an effort within this module to provide proper names to groups and individuals for the purposes of clarity and flavor, this adventure module deliberately refrains from delivering too many details, in order to stimulate the GM or players into producing their own ideas to fill in the gaps. The Regime could represent any number of various corpo-state entities, second committee remnants, or a faction of the GM's own choosing. The Tin Sharks could likewise be any number of Mercenary or mercenary adjacent entities, with the Copper Wolves serving as a suitable stand-in for any other group the table would like as a villain. Feel free to view the characters, locations, and factions as placeholders for your own ideas.

THE CHILDREN

The Children are they who followed and cherished the teachers of the First One, Primera, who founded her society for joyful existence, while trying to vigilantly avoid economic and cultural exploitation from the larger Hegemonic powers dwelling within the system. The First One is seen as a beloved and benevolent guiding figure and exemplar within the community.

The players are the few Children knowledgeable in, and tasked with, combat and evasion in service of maintaining the continuity of the Children, a task they share with the First One.

THE MERCHANT'S HAND

They are an organization that serves the hegemonic rulers of the system, interested in fulfilling contracts to harvest valuable capital (resources, information, or personnel) for their commanders, or destroy it to deny rivals from obtaining or using it. They are mercenaries, bandits, thugs, pinkertons, dogs to be used by the state for apathetic or cruel ends.

THE STORY

The Merchant's Hand has plagued the Children since their society has began, and this adventure is but one of many instances they have made against them. The children are used to combat with the Merchant's Hand forces and familiar with fleeing their advances and search teams, but as time has progressed, the Merchant's Hand has grown more and more efficient in their actions, and the Children are running low on time. In this instance, they are even caught entirely unaware by the latest attack that strikes almost suddenly, interrupting what would have been an otherwise peaceful day at home.

COMBAT: HOUSE CALL

SITREP: Deathmatch

OBJECTIVE(S): Survive. Kill.

ENEMY FORCES

FOR 3 PCs: 1x **SORCERER COMMANDER** (Explosive Morphology, Entropic Armor**) or 1x **ASSAULT COMMANDER** (Underslung Grenade Launcher, Micro-missile Barrage**) 1x **ASSASSIN** (Explosive Knives*, Cloud Projector**) 1x **SENTINEL** (Rapid Response*, Wrath-Lock**)

FOR 4 PCs: 4x **ASSASSIN GRUNTS**

FOR 5 PCs: Add **ELITE** (Impaler) to **SENTINEL**

REINFORCEMENTS

FOR 3 PCs: 1x **WARLOCK RPV** (Prune Success*, Oracle Engine**) or 1x **PRIEST RPV** (Fortress*, Sanctuary**) +1x **HORNET** (Adapt/Evade/Disengage*, Supersonic**)

FOR 4 PCs: Add **COMMANDER** (Bolster Network) to **WARLOCK RPV** or **PRIEST RPV**

FOR 5 PCs: Add **VETERAN** (Veterancy: Systems, Hardened Target) to **HORNET**

OUTCOME

PC VICTORY

Victory sees the players successfully repelling the intruders before they are able to cause much damage.

PC DEFEAT

Defeat means the players struggle to keep up with the Kill team's rampage. Irreparable harm is done to their community as the Players slowly struggle to whittle down the marauding kill team, with loved ones slain and cherished possessions destroyed or ruined.

REWARDS

Kinda greedy, aren't you?

MOVING ON

Win or loss, the Merchant's Hand will must be stopped. And there's only one way to do so. They must take a ship to their Base, and erase all data on the Children, so the Hand can never find them again.

DETAILS

The Merchant's Hand has launched a strike team to infiltrate and eliminate or capture everyone inside the player's home, and it's their job to stop the team. This is a simple death match with simple rules: Kill all intruders.

TACTICS (OPTIONAL)

The tactics are fairly simple: the npc's work best when together and utilizing their synergy to overcome their weaknesses and force the players into worse positions.

COMBAT: KNOCK-KNOCK

SITREP:	Recon
OBJECTIVE(S):	Find the true entrance
ENEMY FORCES	
FOR 3 PCs:	1x SORCERER (Superior Mimicry*, Chaos Accelerant**) or 1x ENGINEER (Mobile Turrets*, Arsenal**)
	2x DEMOLISHER (Broadsweep-Haft*, Concussion Missiles**)
FOR 4 PCs:	1x SUPPORT (Latch Drone*, Remote Reboot**)
FOR 5 PCs:	
REINFORCEMENTS	
FOR 3 PCs:	1x RAINMAKER (Hades Missiles*, Atlas Missiles**) 1x WARLOCK (Wicked Kiss*, Bestow Curse**) or 1x BARRICADE (Extrudite*, Drag Down**) +1x SUPPORT (Latch Drone*, Remote Reboot**)
FOR 4 PCs:	1x RAINMAKER (Hades Missiles*, Atlas Missiles**) 1x SORCERER (Superior Mimicry*, Chaos Accelerant**) or 1x ENGINEER (Mobile Turrets*, Arsenal**)
FOR 5 PCs:	1x WARLOCK (Wicked Kiss*, Bestow Curse**) or 1x BARRICADE (Extrudite*, Drag Down**)

DETAILS

The Players have arrived to kick down the door to the Merchant's Hand base. There is 1 recon zone for each player (Object, **SIZE 3, 100 HP** each, which can be verified as True or False with a **SYSTEMS** check as a **full action**. At the end of a round, if a player controls an uncontested recon zone, they can order the ship to deploy Drill drones at the end of a round, dealing **20 ⚔ AP** to the recon zone, or **50 ⚔ AP** if it is the True Recon Zone. Recon Zones cannot otherwise be damaged by anything less than Naval-grade weaponry; normal ordnance, even powerful or specialized weaponry like the mighty Tachyon Lance

or Breaching charges cannot damage these specialized ultra-hardened doors. Once a recon zone has been destroyed, The players are victorious.

TACTICS (OPTIONAL)

You can handle this one, I believe in you.

OUTCOME

PC VICTORY

Victory sees a clean breach for the party. The players are able to turn their ship's drill drones against the remaining opfor, driving them off and routing the npcs, allowing for a clean break and an easy time going forward.

PC DEFEAT

Failure to breach the doors in a timely manner means the players have to get creative and duke it out with the opfor, wasting precious time and ammo, the players must **Collectively** choose: A) give up any Rest and immediately head to the next combat encounter, or B) take 1 structure damage and either have their overcharge set to 1d6+4 or give up their available Core Power for the duration of the next encounter.

REWARDS

Entrance to the Merchant's Hand Base.

MOVING ON

There's only so much time to lose. The players must move swiftly if they are to deal with the Merchant's hand once and for all.

COMBAT: SMASH AND GRAB

SITREP: Holdout

OBJECTIVE(S): Upload the virus

ENEMY FORCES

FOR 3 PCs: 1x **SORCERER ELITE** (Explosive Morphology, Superior Mimicry*, Entropic Armor**) or 1x **SPECTER ELITE** (Machine Pistol, Drain Systems*, Step**)

1x **MIRAGE VETERAN** (Feign Death, Manifest False Idols, Metafold Shove*) or 1x **WARLOCK VETERAN** (Feign Death, Good Enough, Wicked Kiss*)

FOR 4 PCs: 2x **ASSAULT** (Rank Discipline*, Underslung Grenade Launcher**)

FOR 5 PCs: 2x **BARRICADE** (Titan-snare Drone*, Seismic Repulsor**)

REINFORCEMENTS

FOR 3 PCs: 2x **BASTION** (Near-Threat Denial*, Fearless Defender**)

FOR 4 PCs: 2x **CATAPHRACT** (Electrified Lasso*, Charge**)

FOR 5 PCs: 4x **MIRAGE GRUNT** (Manifest False Idols*, Metafold Shove**) or 4x **WARLOCK GRUNT** (Good Enough*, Wicked Kiss**)

DETAILS

The players must hold around a central size 4 uplink pylon to ensure complete erasure of data from the Merchant's data-banks permanently. Each round that ends with no hostile characters adjacent to the pylon adds 1 Upload counter. When there are as many upload counters as there are player characters, the players have won the objective. Combat lasts until the player's mechs are all destroyed or they are victorious.

TACTICS (OPTIONAL)

Use the bulky and aggressive Strikers, Bastions, and Barricades to apply a great deal of pressure to the players and force them to cede the pylon to the opfor, while the supports ensure the front-line npcs are able to stay as close to the objective as possible (or take

the objective for themselves if a couple of npcs start getting destroyed. Mirages can use metafold shove to remove an adjacent or nearby player from a pylon and place an ally by the objective.

OUTCOME

PC VICTORY

Victory here means the players have successfully deleted all remaining data on the Children, ensuring a prosperous future for their people, and freedom from the Merchant's Hand's harrassment.

PC DEFEAT

Players may choose to abort or abandon the mission at any point, allowing any player who still has their mech to safely retreat from battle, reach the ship, and escape back home. They'll have to make the run on the Merchant's Hand base some other day.

REWARDS

If the players choose to continue the mission, they will receive an ominous transmission across their radios leading them to a small printing facility where they can leave their mechs in place to be repairs, as well as a gift labeled "Primera", the First One's name. The gift is **THE SEVENTH LESSON** and **FINAL LESSON**. For the duration of this adventure only, players may equip this gear at no **SP** cost.

The Seventh Lesson

2 SP, Quick Tech, Unique, 2 ⚔ (Self)

Gain the following quick tech actions. A character can only be affected by an option **1/scene**.

IMPRISON: Make a tech attack against a hostile character. On a success, the target takes 4 ⚔ and is **IMMOBILIZED** until the end of their next turn.

PERSECUTE: A hostile character in **SENSORS** must pass a **SYSTEMS** save. On a failure, attacks against them gain +1 ⚔ and ignore all ⚡ and **INVISIBLE**. This effect lasts until an attack misses them, or they pass a **SYSTEMS** save as a full action. Otherwise, it lasts until they are destroyed, or the end of the scene.

Primera always taught us to learn from others; show the Jailers what we have learned.

Final Lesson

1 SP, Quick Action, Vehicle, Unique

Final Lesson Motorbike (**SIZE 1/2**, **HP 10+GRIT**, **EVASION 10+GRIT**, **E-DEFENSE 10+GRIT**, **Tags: VEHICLE**)

While this system is installed, you do not **EJECT** normally. Instead, the Final Lesson motorbike is detached and flies **6 spaces** directly from the chassis, causing your mech to **SHUT DOWN**. The Final Lesson carries all pilots and copilots with it when it detaches, but not any non-pilot passengers. While riding this vehicle, if you are adjacent to your mech, you may re-attach to your mech as a quick action, causing your mech to **BOOT UP**. This is the only way you can **MOUNT** your mech while riding the Final Lesson.

While riding, you have hard cover, and you can jump horizontally up to your speed and vertically up **1 space**. Gain the following actions:

Powerslide (Quick Action): Move up to your speed in a straight line, ignoring engagement and passing through hostile characters. Characters **SIZE 1** or smaller must pass an **AGILITY** save or take **1 ✂** and be knocked **PRONE**. The Final Lesson is knocked **PRONE** at the end of this movement if at least 1 **SIZE 1** character failed this save.

Micro Rocket (Full Action, **LIMITED 2**): Make a ranged attack against a target in ↗ **10** against **E-DEFENSE**. On hit, they take **5 ***, or **10 *** **AP** if they are at or below half health. This ability benefits from any bonuses to **LIMITED** charges.

Drift (**1/turn**, Free Action): Move **3 spaces** in any direction, ignoring reactions and engagement.

If you have **THE SEVENTH LESSON** installed in your mech, you may use that system while riding the Final Lesson, treating your **SENSORS** as **5**.

.....
System descriptive text goes here.

MOVING ON

The players may choose to call the adventure here, or continue it if they would like to play more.

If the players are continuing the adventure, after receiving their gifts, they are able to piece together that the first One must have been alive when they arrived to the base if she was able to send gifts that fit them and their vehicles, and that they might be able to track her location, if they move quickly and immediately ride their bikes to find her and get her out before security wises up.

COMBAT: MOTHER'S DAY

SITREP:	Extraction
OBJECTIVE(S):	Reach the Waiting chassis and break free
REINFORCEMENTS	
FOR 3 PCs:	1x Jailor SORCERER ULTRA (Chaos Accelerant, Entropic Armor, Superior Mimicry, Legion, Fortress, Unstoppable) or ARCHER ULTRA (Impending Threat, Covering Fire, Hail of Fire, Ravager Turret, Wolfhound Missile, Unstoppable) 2x WARLOCK (Bestow Curse, Oracle Engine**) OR HORNET (Umbral Interdiction, Lock/Hold Javelins**)
FOR 4 PCs:	1x GOLIATH COMMANDER (Pin, Retribution**, Quick March) +1x SCOUT VETERAN (System Flayer, Dataveil, Expose Weakness**, Deadly) +2x AEGIS (Ring of Fire**, HA Blackwall System)
FOR 5 PCs:	+2x BERSERKER (Juggernaut, Harpoon Cannon**) +4x HIVE GRUNT (Seeker Cloud, Grind Maniple**)

DETAILS

The players' reunion with the First One is cut short as an army of security forces moves to cut them off and surround them. It is up to them to escort Primera back to their freshly repaired Mech's, mount up, and shoot their way out.

The players begin this combat unmounted, riding their Final Lesson bikes, and must reach their mechs and fight their way out to the goal zone, all while escorting and protecting the First One.

Map details: minimum 28 spaces from start to Goal. Ultra does not leave the perimeter. Mechs are placed in front of the perimeter. The Warlocks or hornets start behind the perimeter but may advance beyond it. The Goliath Commander starts on the perimeter and may advance beyond it, the Aegis start behind the perimeter, and the Berserker and Hive grunts are deployed ahead of the perimeter, or in the goal zone.

The perimeter is the midway point of the map where the player's mechs spawn.

TACTICS (OPTIONAL)

Use the Aegis to block off routes around the enemies with the Blackwall System. The Goliath forms a defensive anchor for the opfor and uses its commander traits to provide extra consistency to the npc's rolls and help position its allies to more effectively contest the objective. The Ultra should never extend beyond the perimeter and strive to keep a bulkier npc or cover barrier between it and the players. The map should have a centrally located and easily accessible conveyor belt 4 spaces wide that runs the length of the map. Characters fully on the conveyor move 4 spaces directly towards the extraction zone at the end of the round,

OUTCOME

The players escape the security ambush and make a mad dash for their ship to leave while they still can.

PC VICTORY

Victory means the players are also able to successfully evacuate the First One and take her with her.

PC DEFEAT

If the First One's bike is destroyed or she is otherwise unable to successfully extract or must be left behind, she is considered lost with her last words to her beloved Children, "Run and be free," echoing in their ears. The First One will also sacrifice herself if one or more players are unable to successfully evacuate. A player can attempt to turn this failure into a victory by taking 1 structure and 1 stress (or their core power for the next encounter, if they did not use it in combat) and then succeeding on a Heroic skill check. Alternatively, the entire team can choose to forgo their next rest and go directly into the final combat, unable to use their core powers in that encounter.

REWARDS

lol

MOVING ON

Victory or Failure, the players must reach their ship if they hope to escape.

COMBAT: FINAL LESSON

SITREP: Control

OBJECTIVE(S): Hold the line and refuel the ship

ENEMY FORCES

FOR 3 PCs: 1x **FATED SISTER, WEREWOLF: WARLOCK ULTRA** (Prune Success, Bestow Curse, Wicked Kiss, Supreme Melee, Evasive, Heated Blade from Assassin) or 1x **ELDER SISTER, EMPRESS: WITCH ULTRA** (Chain, Petrify, Pain Transference, Supreme Melee, Evasive, Heated Blade from Assassin)

1x **SORCERER COMMANDER** (Explosive Morphology, Superior Mimicry**, Press The Attack) or 1x **ASSAULT COMMANDER** (High-Impact Rounds**, Rank Discipline, Military Discipline)

1x **SORCERER VETERAN** (Explosive Morphology, Superior Mimicry**, Hacker) or 1x **ASSAULT VETERAN** (High-Impact Rounds**, Rank Discipline, Limitless)

REINFORCEMENTS

FOR 4 PCs: +2x **PYRO** (Siege Armor, Explosive Jets)
+2x **SUPPORT** (Remote Cloud, Empowered Cloud**)

FOR 5 PCs: +2x **DEMOLISHER** (Seismic Destroyer**, Sap)
+4x **MIRAGE GRUNT** (Multiplicity**, Warp Targeting)

DETAILS

The Player's refuel and restock for leaving the base is interrupted by one last, deadly ambush by security forces, led by a terrible weapon, the Children's Fated Sister: Empress, and her twin Regents. Empress is a weapon produced by the Merchant's Hand using their knowledge of the Children's technology and Society to create and control Her as she pilots a fearsome frame. The players must obtain and deposit fuel-cells (1 per player) into the ship as a quick action to complete the ship's fueling after it is interrupted. Players can obtain a fuel cell by occupying a control zone uncontested;

each control zone can only generate 1 fuel cell per round.

The players score a victory by depositing enough cells and collectively occupying the Ship's area uncontested. At the end of a round, if all Cells are loaded, players may launch the ship if it is uncontested, taking all players in the ship zone with it when it does. If the First One survived the previous battle, she is considered to always be loaded within the ship.

TACTICS (OPTIONAL)

Use the pyros, supports, demolishers, and mirages to contest the objectives while Fated Sister and her regents keep pressure on the players.

OUTCOME

PC VICTORY

If the players manage to successfully launch the ship, then they have completed their daring raid on the base and are free to return as victorious heroes, as lancers.

PC DEFEAT

Failure to launch the ship sees the players that survive the battle being captured by the Merchant's hand, to be into things like The Fated Sister: Empress. Weapons, tools, for the King's use. A player with an intact mech may choose to turn this into a victory by voluntarily choosing to stay behind or otherwise sacrifice themselves to allow the others to escape, even if the ship area is contested. If the First One is still intact, she will instead choose to sacrifice herself to allow all players to safely escape aboard the ship, automatically granting the players a victory instead.

MOVING ON

Regardless of the stage, The Merchant's Hand has lost all their data and resources regarding the Children, and can no longer menace them. Good shooting, Lancers.

Sorcerer

Striker/Artillery

The Sorcerer Pattern-Group is a combination of weapons flash-production and targeting technologies mounted on a purpose built chassis designed to present a perfect ballistic response to any potential situation in the Universal Catalog of Combat Scenarios. The core of the Sorcerer Frame is an advanced combat-rated weapon and munitions printer that makes use of multiple pre-form patterns to rapidly assemble and disassemble weapon patterns as combat demands. The printing system is managed by an untethered eight-fold homunculi analysis engine rumored to have originated as a design stolen from a legendary and mysterious designer known only by the omni-handle "GMLABRUJAGM".

Sorcerer Npc's are basic all-purpose damage dealers that are almost always able to effectively damage opponents. Utilize the Apophis Omnigun to reliable lay on damage no matter the circumstance and build up charges to protect the sorcerer, or use its Mimic Gun trait to copy a valuable ally weapon for the sorcerer's own use. Sorcerer's have mediocre defensive capability unless they spend their Apophis counters on their Autogun reaction. The Sorcerer's reliance on Morphogun and Mimic Gun mean that Sorcerers may initially struggle with dealing immediate damage.

Tactics: Sorcerer Npc's are basic all-purpose damage dealers that almost always are able to effectively damage opponents. Utilize the Apophis Omnigun to reliable lay on damage no matter the circumstance and build up charges to protect the sorcerer, Or use its Mimic Gun trait to copy a valuable Ally weapon for the sorcerer's own use. Sorcerer's have mediocre defensive capability unless they Spend their Apophis counters on their Autogun reaction, and a reliance on Morphogun and Mimic Gun mean that Sorcerers may initially struggle with dealing damage immediately.

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
14	8	8	6	0	0	0	0	1	4	15	10	1

Base systems:

Apophis Omnigun

Trait, Protocol

The Sorcerer gains **1** Apophis Counter and then deals $\emptyset$ **AP** equal to the number of Apophis Counters to a hostile character in $\nearrow$ **15** and line of sight. There is no upper limit to the number of counters, and its damage ignores **IMMUNITY** and cannot be reduced, negated, or ignored in any way.

Mimic Gun

Trait, Quick Action

The Sorcerer may copy the weapon of an allied character within $\nearrow$ **5** and designate that weapon as its Mimic Gun. The Sorcerer may only ever have 1 Mimic Gun at a time, and using this trait again replaces any existing Mimic Gun. The copied weapon gains **RELIABLE 2/3/4**, or if it already has **RELIABLE**, the value increases by

+1/2/3. The Mimic Gun is assumed to be new, loaded, and with full limited charges each time it is copied. The Mimic Gun immediately disappears if the Sorcerer is more than **5 spaces** away from its ally.

Morphogun

Trait, Quick Action

The Sorcerer spontaneously generates one of the following weapons. This weapon lasts until the end of its next turn.

-Marksman

Main Rifle, **+2/+3/+4**, **+1** ☕

[↗ 15] [6/8/10 ∅]

-Ranger

Main Cannon, **AP**, **+1/+2/+3**

[↗ 8] [6/8/10 ⚡]

-Spearhead

Main CQB, **+1/+2/+3**, **+1** ☹

[↗ 5] [⌘ 3], [6/8/10 ★]

This weapon gains **RELIABLE 4/6/8** against targets in its ⌘.

Autogun

System, Reaction, Unlimited

Trigger: The Sorcerer takes damage from another character.

Effect: The Sorcerer spends all of its Apophis Counters to reduce the damage by **2** for each counter spent.

Optional systems:

Explosive Morphology

Trait, Quick Action

The Sorcerer immediately attacks with a non-superheavy weapon it could copy with its Mimic Gun trait or generate with its Morphogun trait. This attack deals half damage, ⌘, and 🔥.

Superior Mimicry

Trait

The Sorcerer may also copy hostile characters' weapons with its Mimic Gun trait. It copies any mods and passive modifications, Core bonuses, etc. affecting the weapon when it does so and uses that character's **GRIT** for attack bonus. If the weapon has multiple profiles or changes stats, it copies the current profile the hostile character is using. While copying a hostile weapon, the Sorcerer may critical hit using the same rules as a player character.

Chaos Accelerant

System

Apophis Omnigun now targets all hostile characters in ↗, but the Sorcerer must now make a special attack roll against a target of 11. The Sorcerer rolls a single attack for all targets. This roll ignores ☕ and ☹ and cannot be re-rolled or affected in any way.

Entropic Armor

System

The Sorcerer's armor is equal to the number of Apophis Counters, but it loses all counters whenever it overheats or clears all ⚡.

Smart Lock

System, Quick Action

The Sorcerer becomes **IMMOBILIZED** and gains the following effects:

- Hostile characters damaged by its Apophis Omnigun or successfully hit by its Mimic Gun become **LOCKED ON**.
- LOCKED ON** characters in Sensors are always considered in range, line of sight, and valid targets for its traits, weapons, and systems, regardless of status.

The Sorcerer may deactivate this system as a quick action.

At higher levels:

Tier II:

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
16	10	10	6	1	1	1	1	1	4	15	12	1

Tier III:

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
18	12	12	6	2	2	2	2	1	4	15	14	1

Warlock

Controller/Support

The Warlock Pattern-group is a recent propagation of chassis designed around predictive multi-fold computational engines to rapidly analyze future relevant battlefield conditions and enact preventative countermeasures to eliminate unfavorable outcomes. The massive processing power of Warlock-Pattern groups allows them near unparalleled tactical assessment, with modern variants using the latest in tactical micro-drones to facilitate even more powerful predictive scenario manipulation. Modern Iterations of the Pattern-Group are currently a high priority for military intelligence groups after the first of several novel self-propagating sub-sentient malware programs were successfully identified as part of the offensive arsenal of warlock PG's operated by the Skull-n-Bones Mercenary Company.

Tactics: Warlock npc's are best used to boost the consistency of powerful but inaccurate allies who may struggle to effectively hit evasive opponents or stop Players from stacking the deck too Highly in their Favor. Hex Field can be a potent tool in shutting down common probability manipulation attempts, while Prophesize and Onto-Doubt Thought can be used to swing the battle in the warlock's favor or protect a key vulnerable target, respectively.

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
10	8	16	6	1	-2	2	0	1	4	8	13	1

Base systems:

ONTO-DOUBT THOUGHT

System, Quick Tech

The Warlock or an allied character in line of sight and **SENSORS** is protected by the Onto-Doubt Parasite until the end of their next turn. Hostile attacks and effects that target the protected character have a 50% to automatically fail, negating the attack or effect against the afflicted character. This ability may be used on a character 1/scene.

PROPHESIZE

System Quick Tech

The Warlock rolls a d20 and records the result. **1/round**, if a character in **SENSORS** and line of sight would roll an attack, check, or save, the Warlock may replace that roll with this result instead as a reaction.

HEX Field

Trait

The warlock emits the HEX field, a powerful probabilistic simulation field, in its **SENSORS** and line of sight. Characters in this field cannot have their original rolls altered or replaced unless the Warlock allows it (re-rolling, causing an automatic miss or failure, **IMMUNITY** to being critically hit, changing the original target, negating an attack, etc, but not **INVISIBLE**.) Allied characters in the HEX field cannot have $\ominus$ on the final roll of a d20.

A hostile character can ignore HEX Field until the end of their next turn by passing a **SYSTEMS** save as a quick

action.

Optional systems:

Prune Success

Trait

Hostile characters in the HEX Field cannot benefit from , consume **LOCK ON**, or perform critical hits.

Oracle Engine

Trait

The first time an allied character in **SENSORS** and line of sight is attacked, the attacker must pass a **SYSTEMS** save or they take **2/3/4**  and the attack automatically misses.

Bestow Curse

System, Quick Tech, Recharge 4+

A hostile character in **SENSORS** and line of sight must pass a **SYSTEMS** save. On a failure, they treat all final results of 11 or higher on attacks, checks, and saves as a 10 until the end of their next turn.

Good Enough

Reaction, 1/round

Trigger: An allied character in line of sight and **SENSORS** would fail a check or save or miss an attack.

Effect: They automatically succeed instead.

Wicked Kiss

System, Full Tech

The Warlock chooses an adjacent character: that character automatically fails all checks and saves until the end of their next turn, and if they end their turn in  **5** and line of sight of the Warlock, they are **STUNNED** until the end of their next turn. A character can only be stunned by this effect 1/scene.

At higher levels:

Tier II:

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
13	8	18	6	2	-2	3	0	1	4	8	15	1

Tier III:

HP	Evade	E-D	Heat	H	A	S	E	Armor	Spd	Sense	Save	Size
16	8	20	6	3	-2	4	0	1	4	8	17	1